

**AMENDMENTS TO THE CLAIMS**

Please amend the claims as follows. This listing of claims will replace all prior versions, and listings, of the claims.

1. (Currently Amended) An amusement game device comprising:  
a presentation medium providing a visual depiction of a game;  
a touch screen interface overlaid upon the presentation medium; and  
a dynamic control area depicted by the presentation medium, the dynamic control area reacting to dynamic touch inputs from a user into the touch screen interface and containing a visual representation of a control interface, the representation being a simulated amusement game controller.
2. (Original) The amusement game device of claim 1 wherein the dynamic control area contains a representation of a biased joystick having a tendency to return to a predetermined location following a dynamic touch input.
3. (Original) The amusement game device of claim 2 wherein the biased joystick is contained within a biased joystick control region and the predetermined location is a corner of the biased joystick control region.
4. (Original) The amusement game device of claim 3 wherein the biased joystick control region is triangular and the corner is an upper corner of the triangular biased joystick control region.
5. (Original) The amusement game device of claim 1 wherein the dynamic control area contains a representation of a standard joystick having a tendency to return to a central location following a dynamic touch input.
6. (Original) The amusement game device of claim 1 wherein the dynamic control area contains a representation of a track ball.

7. (Original) The amusement game device of claim 6 wherein the track ball has an alterable apparent friction associated therewith.
8. (Currently Amended) A method for processing control information in an amusement game device comprising:
  - providing a dynamic control area on a presentation medium, the dynamic control area having a video representation of a control interface, the representation being a simulated amusement game controller;
  - accepting a dynamic touch control on a touch screen interface overlaying the dynamic control area; and
  - presenting the results of the dynamic touch control.
9. (Original) The method of claim 8 further comprising updating the video representation of the control interface in response to the dynamic touch control.
10. (Original) The method of claim 9 further comprising returning the video representation of the control interface to an initial state following the termination of the dynamic touch control.
11. (Original) The method of claim 8 wherein the video representation of the control interface is a video representation of a biased joystick interface.
12. (Original) The method of claim 8 wherein the video representation of the control interface is a video representation of a standard joystick interface.
13. (Original) The method of claim 8 wherein the video representation of the control interface is a video representation of a track ball interface.
14. (Original) The method of claim 8 wherein the dynamic touch control is a dragging motion on the dynamic control area.

15. (Currently Amended) A dynamic control area for an amusement game device comprising:

a touch screen interface adapted to accept a dynamic touch control; and  
an animated simulation of a control interface contained within the dynamic control area,  
the animated simulation being adapted to visibly move in response to the  
dynamic touch control, the animated simulation being of an amusement game controller.

16. (Original) The dynamic control area of claim 15 wherein the animated simulation of the control interface is an animated simulation of a biased joystick.

17. (Original) The dynamic control area of claim 15 wherein the animated simulation of the control interface is an animated simulation of a standard joystick.

18. (Original) The dynamic control area of claim 15 wherein the animated simulation of the control interface is an animated simulation of a track ball.

19. (Currently Amended) An amusement game device comprising:

a presentation medium;  
a touch screen interface overlaying the presentation medium, at least a portion of the  
touch screen interface overlaying a dynamic control area having an animated  
representation of a control interface, the animated representation being a simulated amusement game controller;  
a control processor connected to the touch screen interface; and  
a central game processor connected to the control processor.

20. (Original) The amusement game device of claim 19 wherein the animated representation of the control interface is a representation of a biased joystick.

21. (Original) The amusement game device of claim 19 wherein the animated representation of the control interface is a representation of a standard joystick.

22. (Original) The amusement game device of claim 19 wherein the animated representation of the control interface is a representation of a track ball.

23. (Original) The amusement game device of claim 19 wherein the control processor is adapted to process inputs from the dynamic control area and is further adapted to forward control behavior information to the dynamic control area.

24. (Currently Amended) The amusement game device of claim ~~[[19]]~~ 23 wherein the control behavior information includes information controlling the animated representation of the control interface.

25. (Original) The amusement game device of claim 19 wherein the dynamic control area is adapted to accept inputs from a player, the inputs having directional and velocity components.

26. (Original) An amusement game device comprising:  
a presentation medium having a dynamic control area depicted thereon, said dynamic control area depicting an image of a simulated joystick;  
a touch screen interface overlaying the dynamic control area, the touch screen interface accepting touch inputs and generating control signals corresponding to said touch inputs; and  
a processor accepting the control signals and generating position update signals enabling the dynamic control area to graphically depict movement of said simulated joystick.